NETRUNNER™

Written by: Scott Morrison
30099385

Table Content

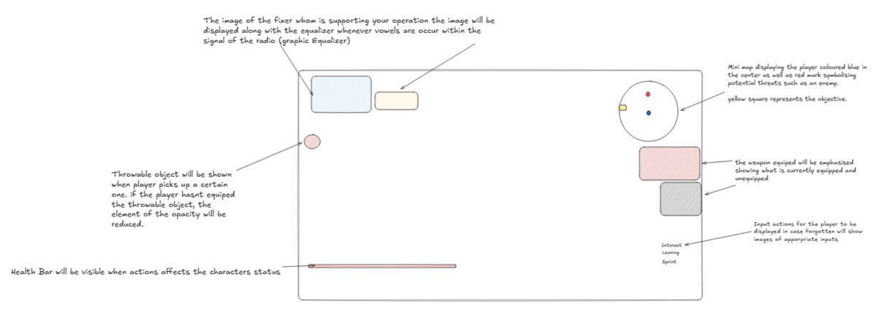
1. User interface Designs
   1.1 Sketches Of the UI
   1.2 Wireframes
   1.3 Prototype
   1.4 Justification & Key Theories
2. Environmental Map
   2.1 Sketches
   2.2 Prototype
3. Testing

3.1 Testing Strategy
3.2 Error logs
3.3 Test Plan
4. Usability Testing
4.1 Usability Strategy
4.2 Usability Test Results
4.3 Test 1
4.4 Test 2
5. Progress Log
5.1 Week 1
5.15 Week 2
5.2 Week 3
5.25 Week 4
5.3 Week 5
5.35 Week 6
5.4 Week 7
5.45 Week 8
5.5 Week 9
5.55 Week 10
5.6 Week 11
5.65 Week 12

1. User Interface Designs:

1.1 Sketches of the UI

HUD (Heads up display)



The image of the fixer whom is supporting your operation the image will be displayed along with the equalizer whenever vowels are occur within the signal of the radio (graphic Equalizer)

Mini map displaying the player coloured blue in the center as well as red mark symbolising potential threats such as an enemy.

yellow square represents the objective.

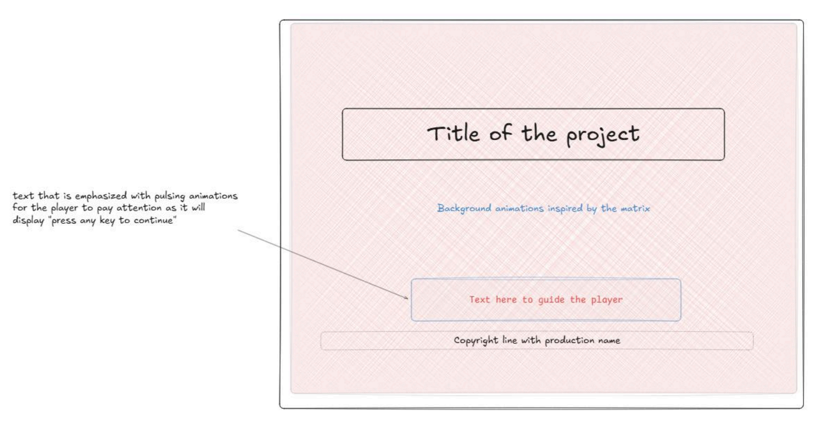
Throwable object will be shown when player picks up a certain one. if the player hasnt equiped the throwable object, the element of the opacity will be reduced.

the weapon equiped will be emphasised showing what is currently equipped and unequipped

Input actions for the player to be displayed in case forgotten will show images of apporpriate inputs

Health Bar will be visible when actions affects the characters status

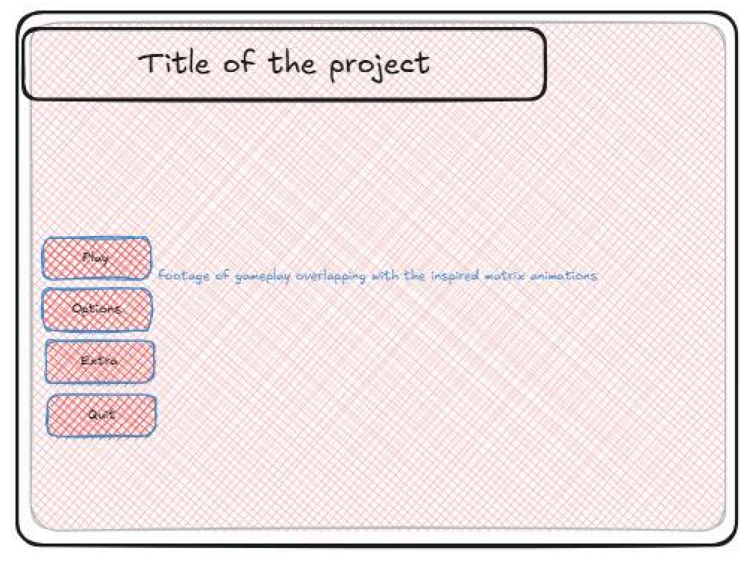
Title Screen



text that is emphasized with pulsing animations for the player to pay attention as it will display "press any key to continue"

Title of the project
Background animations inspired by the matrix
Text here to guide the player
Copyright line with production name

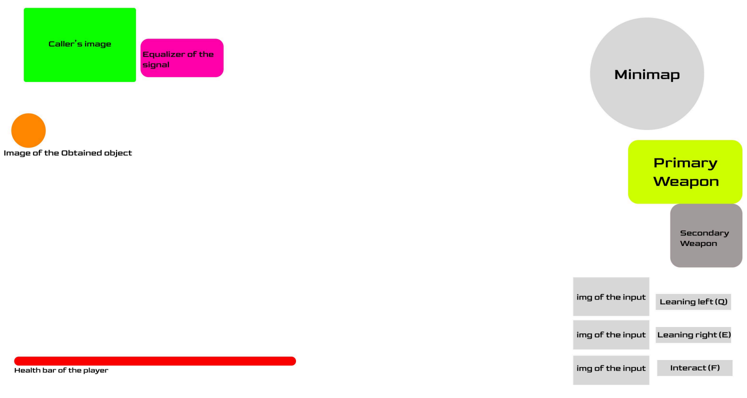
Main Menu



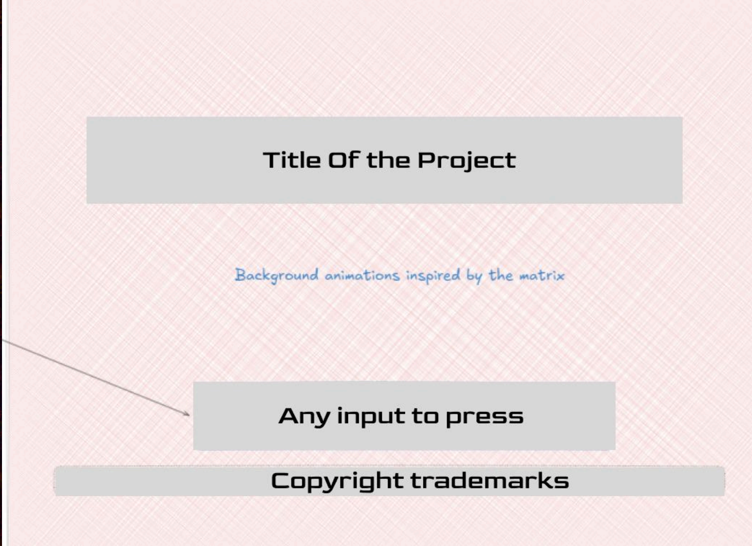
Title of the project
Play
Options
Extra
Quit
Footage of gameplay overlapping with the inspired matrix animations

1.2 Wireframes

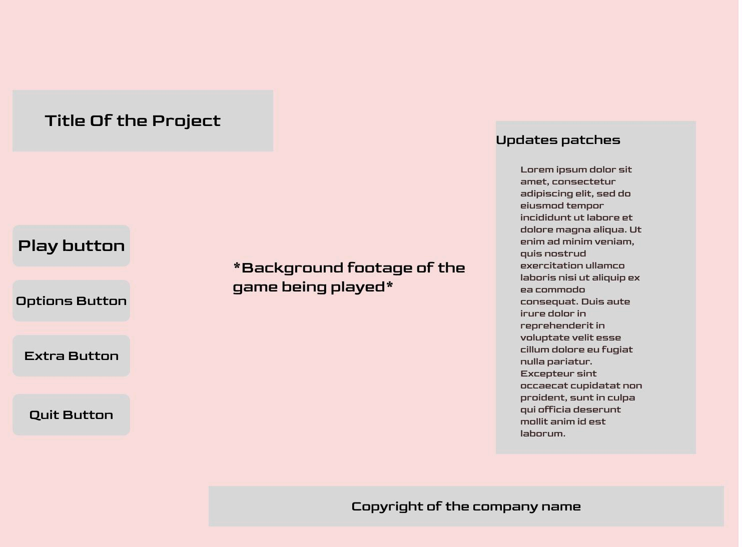
HUD (Heads up display)



Title Screen



Main Menu



Title Of the Project

Play button

Options Button

Extra Button

Quit Button

Background footage of the game being played

Updates patches

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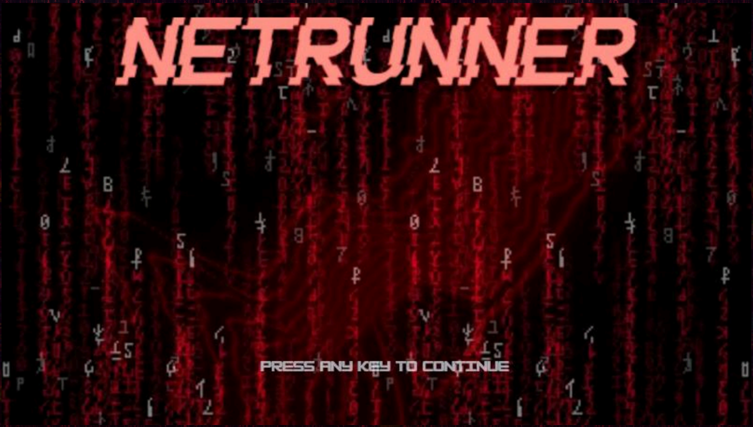
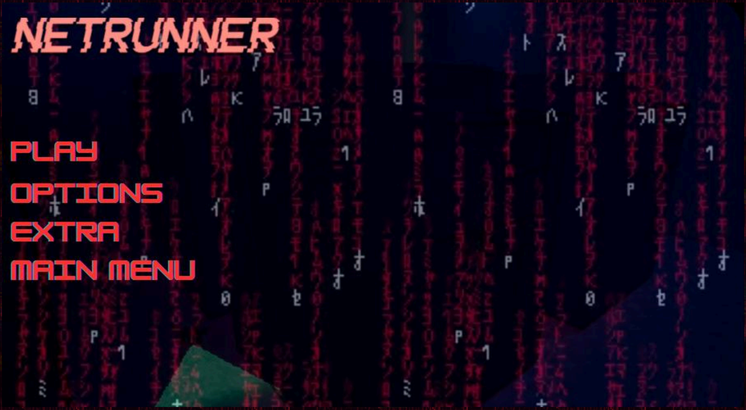
Copyright of the company name

1.3 Prototype

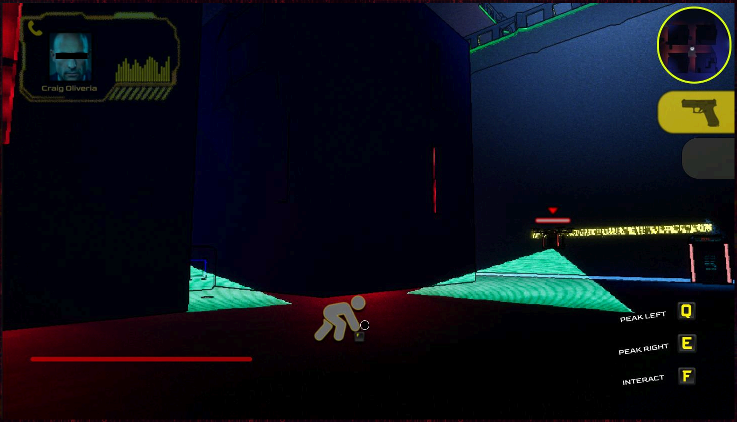
Title Screen



Main Menu



HUD (Heads Up Display)



1.4 Justification & Key theories

Ui's that i constructed were inspired by Metal Gear Solid 2: Sons Of Liberty and Cyberpunk 2077 to blend together a dystopian interface of AR (Augmented Reality). they align each other with my game because of the espionage theme with the cyberpunk narrative which I have done research throughout my recent game session as well as viewing the trends from the media online.

The Title Screen alongside the Main Menu was had the big influences from the menus of Sons Of Liberty due to the aim of making something in a cinematic approach. While the HUD was suppose to be designed as an AR (Augmented Reality) point of view from the player revealing information with the use of a digital optical lens that was constructed in the eyes of the player. This was an approach to create an immersive user experience and display most important elements in the game such as health, guns and indicators without breaking the attention to the player. the controls from the side is a reminder for the player throughout the gameplay who may forget specific mechanics that they can use which can reduce frustration for the players.

the colour scheme that was chosen was a triadic approach with using primary colors such as red and yellow along side with blue through out gameplay that can be seen with the lightning as a third element. The colour Yellow represents a signature colour for cyberpunk which can be seen through the Cyberpunk 2077 which is used as a symbol of visibility. Whilst the colour red gives the audience attention due to the intensity of the colour when visualizing. the colour blue would synergize both of the colours to unifiy each other as it shows balance and harmony.

With information that is being seen for the user itself. interacting with items and weapons shows the visual feedback through a dynamic manner through triggers of icons revealing bright colours alongside animated widgets through a popup behavior. which will allow the player to instantly acknowledge without using words but visual communication showing the outcome similar to how a citizen is being directed through a fire exit by using symbols.

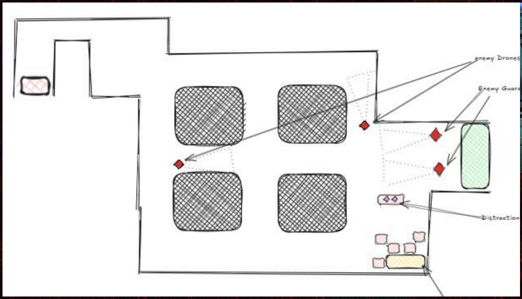
The application of using the element hierarchy was taking into consideration due to the positioning the primary weapon is the first such (the pistol being equipped) and later acquiring other weapons such as the AK47. The weapon slots in order is suppose to show the most relevant tools to use and it can guide the player in a natural state with their attention.

When it came to the typography side of this project when developing and design non commercial prototype, accessibility was taken into account to improve the readability to wards all audience by using San-Serif fonts in most of the project. There was 2 reasons for this case. 1 was because it was in a futuristic manner from sub-genre of science fiction which is cyberpunk. It is portrayed during those settings of time frames that simplicity has prioritized as most relied on technology. 2 because it would readability and a faster scanning speed that benefits for the user whom have a very slow reading speed or that are dyslexia which would enhance the experience of it being accessible to a wide range of audience.

2. Environmental Map:

2.1 Sketches

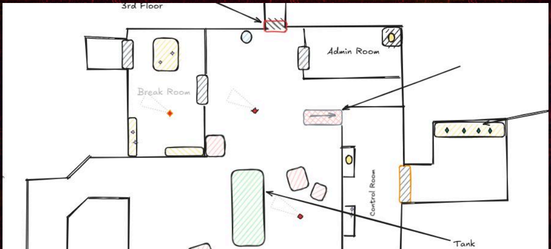
1st Level

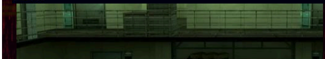


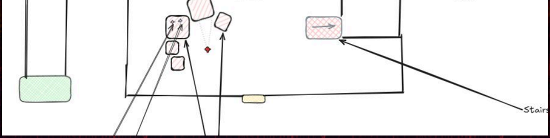
The beginning of the level was referenced by the basement level in the first Metal Gear Solid. the level was designed to show different mutiple scenarios for a player to start and gives an good introduction of how the stealth mechanics can be implemented in order to progress.

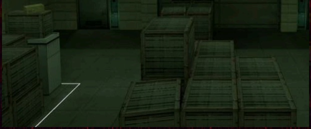
2nd Level

ronment Artist





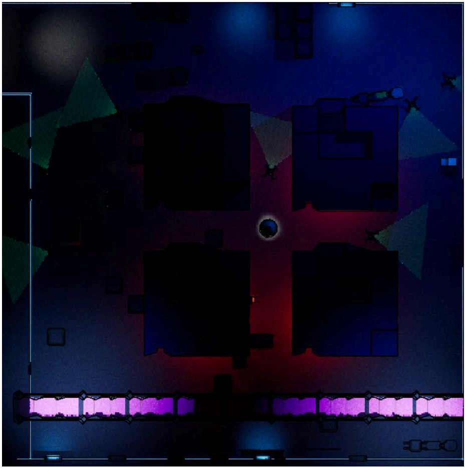


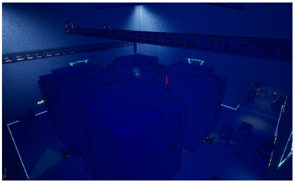


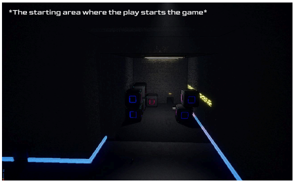
parts of the warehouse level was taken inspiration from the sons of liberty alongside the Heist Mission from Cyberpunk 2077, with a balanced of spaced and narrow areas make it accessible to the player. This shows authenticity of the level due to the assets thats shown through out the areas.

2.2 Prototype

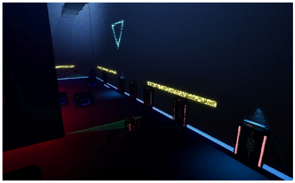
1st Level

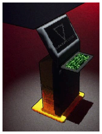


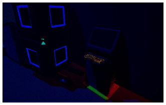


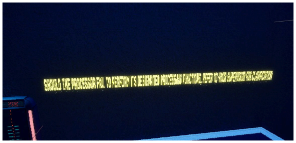


The starting area where the play starts the game








SHOULD THE PROCESSOR FAIL TO PERFORM IT'S DESIGNATED PROCESSING FUNCTIONS, REFER TO YOUR SUPERVISOR FOR CLARIFICATION

The environment of the map being shown as the first was portrayed as a server of the substation in a futuristic manner. with LED lights in the edges of the wall showing the theme of the color referencing a cyberpunk genre such as blue and red. the four pillars have an animated material to give a hint that it is a functional machine. The lighting is dim to show that it is late night with drones to show that there is high security to prevent espionage from happening. there is also a warning signs for any who's involved with the substation would have to seek with a supervisor. As well as to convince the user that how believable the first level is, there is terminal computers can be seen through the area such as the center. The player start in the beginning of the level shows a vent in front of them trying to convince the user how the character entered inside the building based on the environment.

The location is relevant from the narrative that I have planned due to the protagonist sneaking in through a vent in order to begin his operation, as he was dropped through a stealth chopper in one of the rooftop balconies in Castlegate trade center.

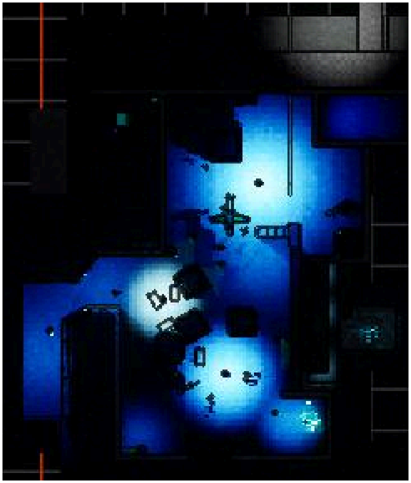
The map for practicality purposes shows a combination of spaced out and narrow paths for the player to maneuver around through the levels to make them have this illusion its big with doors being displayed ensuring to give the player a sense of hope to come back and explore once entering into the second level even though the doors and the bridges are just for display purposes.

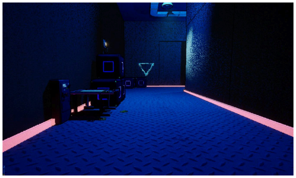
The scale of the map shows a semi narrow size from the first level. This is mostly due to the game style of trying to solve a puzzle rather than an empty floors and supports the players gameplay flow such as using crates as a cover. An excessive amount of enemy drones being placed at the starting level may have been a little too much however the decision was made due to the portrayal of high security level and the budget cut of hiring security.

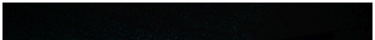
The gameplay itself based on the design of the level will not be affected due to the dynamics it gives for the player multiple options thanks to the space it provides for the player to express a somewhat sandbox playstyle that overlaps well with stealth games.

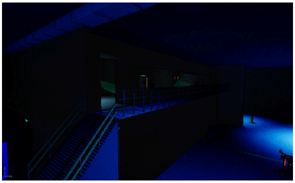
For the implications when it comes to the enemy drones provides a good source of pathing as the navigational height for the stairs has been ensure that the enemy would be able to go above the stairs not get stuck in the process. which Most of corners has been adjusted to ensure that nothing gets stuck based on the nav mesh cube that is in the level. it avoids pathing the corners which prevents an infinite loop from the NPCs to be trapped. And gives a decent size of the spawn location for the enemy when the game begins.

2nd Level









The environment of the second level visualizes are warehouse best to be convince with the material on the floor that has a metallic plate throughout the floors of the game. A staircase that leads to a control room is an essential area when portraying a large and spaced warehouse. As well as an electrical forklift. An armory room that can be seen when passing by the control room shows weapons and scraps being created by a 3D printer. security higher than the previous level shows the security guards on duty alongside the drones roaming around.

Location has relevant to the narrative itself because it is the path leading to the office rooms in order to reach the objective by stealing military grade blueprints from the Clearledger Collective. The level itself is meant be a narrative obstacle but with purpose to understand the story along the way such as holographics models to hint the player what the blueprints they're looking for during their journey of the plot other point of interests such as accessing the armoury room which a pickup actor can be shown.

The practical side of this area to play through shows a balance between narrow areas for cover as well as spaced areas for the player to progress with patience this is to test how stealth is prioritized throughout the game rather than rushing through which you can sometimes get away but for this standpoint it is immersed with being avoided to be caught because of the portrayal of security being high as well as the risks that must be taken carefully such as guns. but the support of progressing through with throwable objects as a distraction.

Balance of size for the NPC as well as the player has decent amount of room due to the scale from the placements where the player starts at the checkpoint and where the enemy roam around or chase. Shows the options for the player to roam around and explore different areas of the level f needed.

The gameplay would not be affected under certain circumstances throughout the map due most collision from assets and walls. Thankfully due to the areas that is designed to give empty areas, it shows the playstyle of stealth is required which is expected from the project.

Due to the increase amount of space the pathing for AI itself doesn't get stuck thankfully adding more enemies in to the scene gives a good bonus and fits the portray of high security within the narrative.

3. Testing

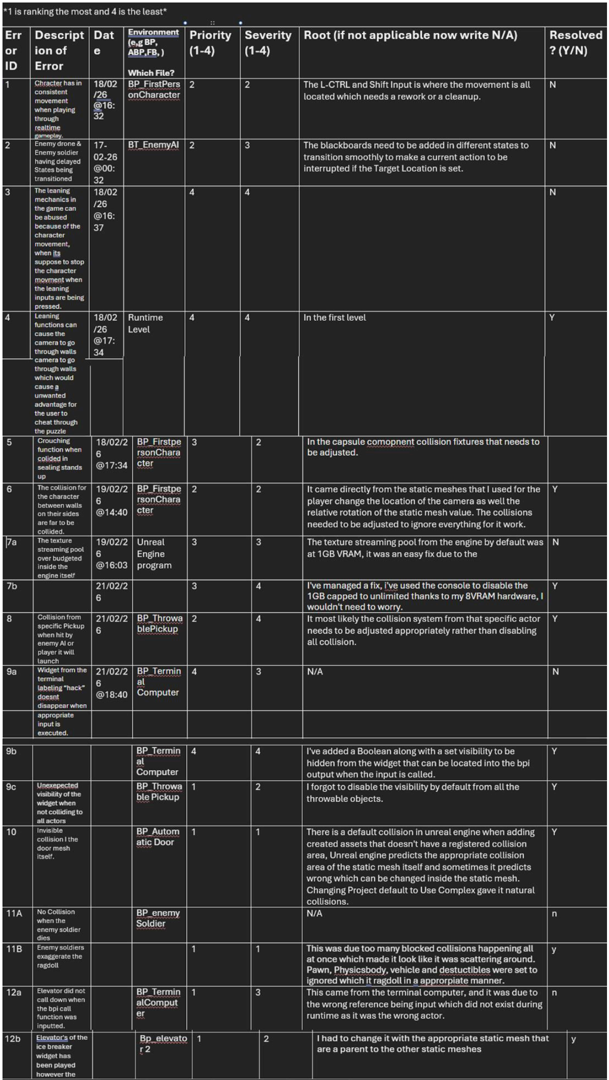
3.1 Testing Strategy

The main the method for testing this prototype that will be implemented is black-box testing, this is method is crucial for this product as it is supposed to focus on the experience for the user and enhancing it. This method will give users more interaction in the game by analysing the control and gameplay mechanics along with progression to be according to expectations.

The test will be in a top-down manner, which means the product will performs tests from the start until the end of the journey. It's a suitable method because of the narrative structure is a linear, it's crucial that each level that was designed would flow well with no groundbreaking bugs that can completely break the game such as infinite loops.

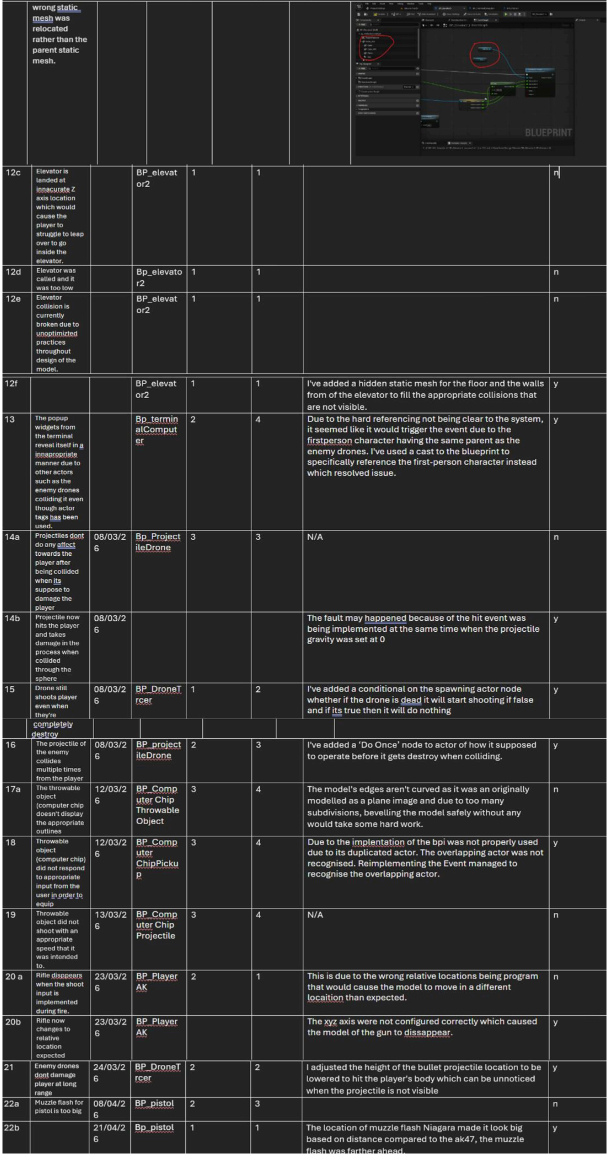
This is specific strategy is chosen to ensure that the game will function as expected by the player's perspective, any problems for navigation or interactions that could give a major negative impact of the experience will be highlighted during the process of this test will involve the target users.

3.2 Error logs



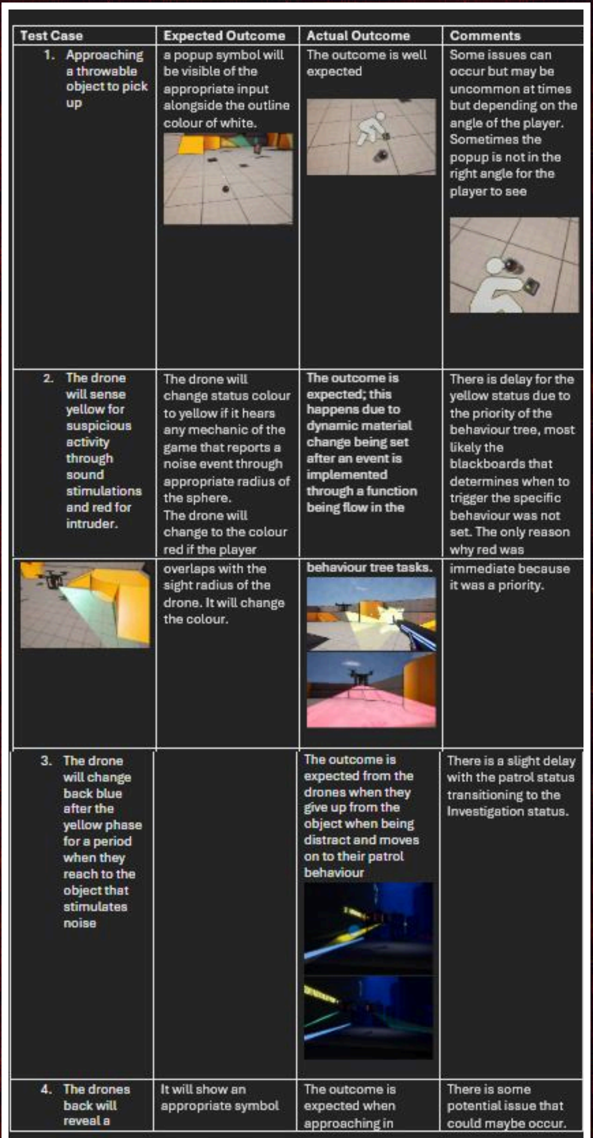
1 is ranking the most and 4 is the least

Error ID	Description of Error	Date	Environment (e,g BP, ABP,FB,) Which File?	Priority (1-4)	Severity (1-4)	Root (if not applicable now write N/A)	Resolved? (Y/N)
1	Chracter has in consistent movement when playing through realtime gameplay.	18/02/26 @16:32	BP_FirstPersonCharacter	2	2	The L-CTRL and Shift Input is where the movement is all located which needs a rework or a cleanup.	N
2	Enemy drone & Enemy soldier having delayed States being transitioned	17-02-26 @00:32	BT_EnemyAI	2	3	The blackboards need to be added in different states to transition smoothly to make a current action to be interrupted if the Target Location is set.	N
3	The leaning mechanics in the game can be abused because of the character movement, when its suppose to stop the character movment when the leaning inputs are being pressed.	18/02/26 @16:37		4	4		N
4	Leaning functions can cause the camera to go through walls camera to go through walls which would cause a unwanted advantage for the user to cheat through the puzzle	18/02/26 @17:34	Runtime Level	4	4	In the first level	Y
5	Crouching function when colided in sealing stands up	18/02/26 @17:34	BP_FirstpersonCharacter	3	2	In the capsule comopnent collision fixtures that needs to be adjusted.	
6	The collision for the character between walls on their sides are far to be collided.	19/02/26 @14:40	BP_FirstpersonCharacter	2	2	It came directly from the static meshes that I used for the player change the location of the camera as well the relative rotation of the static mesh value. The collisions needed to be adjusted to ignore everything for it work.	Y
7a	The texture streaming pool over budgeted inside the engine itself	19/02/26 @16:03	Unreal Engine program	3	3	The texture streaming pool from the engine by default was at 1GB VRAM, it was an easy fix due to the	N
7b		21/02/26		3	4	I've managed a fix, i've used the console to disable the 1GB capped to unlimited thanks to my 8VRAM hardware, I wouldn't need to worry.	Y
8	Collision from specific Pickup when hit by enemy AI or player it will launch	21/02/26	BP_ThrowablePickup	2	4	It most likely the collision system from that specific actor needs to be adjusted appropriately rather than disabling all collision.	Y
9a	Widget from the terminal labeling "hack" doesnt disappear when appropriate input is executed.	21/02/26 @18:40	BP_Terminal Computer	4	3	N/A	N
9b			BP_Terminal Computer	4	4	I've added a Boolean along with a set visibility to be hidden from the widget that can be located into the bpi output when the input is called.	Y
9c	Unexepected visibility of the widget when not colliding to all actors		BP_Throwable Pickup	1	2	I forgot to disable the visibility by default from all the throwable objects.	Y
10	Invisible collision I the door mesh itself.		BP_Automatic Door	1	1	There is a default collision in unreal engine when adding created assets that doesn't have a registered collision area, Unreal engine predicts the appropriate collision area of the static mesh itself and sometimes it predicts wrong which can be changed inside the static mesh. Changing Project default to Use Complex gave it natural collisions.	Y
11A	No Collision when the enemy soldier dies		BP_enemy Soldier			N/A	n
11B	Enemy soldiers exaggerate the ragdoll			1	1	This was due too many blocked collisions happening all at once which made it look like it was scattering around. Pawn, Physicsbody, vehicle and destuctibles were set to ignored which it ragdoll in a appropriate manner.	y
12a	Elevator did not call down when the bpi call function was inputted.		BP_TerminalComputer	1	3	This came from the terminal computer, and it was due to the wrong reference being input which did not exist during runtime as it was the wrong actor.	n
12b	Elevator's of the ice breaker widget has been played however the		Bp_elevator 2	1	2	I had to change it with the appropriate static mesh that are a parent to the other static meshes	y

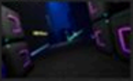
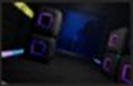


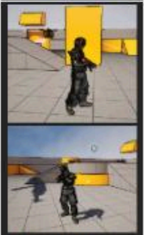
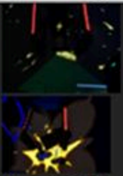
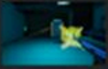
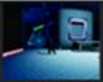
	wrong static mesh was relocated rather than the parent static mesh.						
12c	Elevator is landed at innacurate Z axis location which would cause the player to struggle to leap over to go inside the elevator.		BP_elevator2	1	1		n
12d	Elevator was called and it was too low		Bp_elevator2	1	1		n
12e	Elevator collision is currently broken due to unoptimizted practices throughout design of the model.		BP_elevator2	1	1		n
12f			BP_elevator2	1	1	I've added a hidden static mesh for the floor and the walls from of the elevator to fill the appropriate collisions that are not visible.	y
13	The popup widgets from the terminal reveal itself in a innapropriate manner due to other actors such as the enemy drones colliding it even though actor tags has been used.		Bp_terminalComputer	2	4	Due to the hard referencing not being clear to the system, it seemed like it would trigger the event due to the firstperson character having the same parent as the enemy drones. I've used a cast to the blueprint to specifically reference the first-person character instead which resolved issue.	y
14a	Projectiles dont do any affect towards the player after being collided when its suppose to damage the player	08/03/26	Bp_ProjectileDrone	3	3	N/A	n
14b	Projectile now hits the player and takes damage in the process when collided through the sphere	08/03/26				The fault may happened because of the hit event was being implemented at the same time when the projectile gravity was set at 0	y
15	Drone still shoots player even when they're completely destroy	08/03/26	BP_DroneTrcer	1	2	I've added a conditional on the spawning actor node whether if the drone is dead it will start shooting if false and if its true then it will do nothing	y
16	The projectile of the enemy collides multiple times from the player	08/03/26	BP_projectileDrone	2	3	I've added a 'Do Once' node to actor of how it supposed to operate before it gets destroy when colliding.	y
17a	The throwable object (computer chip doesn't display the appropriate outlines	12/03/26	BP_Computer Chip Throwable Object	3	4	The model's edges aren't curved as it was an originally modelled as a plane image and due to too many subdivisions, bevelling the model safely without any would take some hard work.	n
18	Throwable object (computer chip) did not respond to appropriate input from the user in order to equip	12/03/26	BP_Computer ChipPickup	3	4	Due to the implentation of the bpi was not properly used due to its duplicated actor. The overlapping actor was not recognised. Reimplementing the Event managed to recognise the overlapping actor.	y
19	Throwable object did not shoot with an appropriate speed that it was intended to.	13/03/26	BP_Computer Chip Projectile	3	4	N/A	n
20 a	Rifle disppears when the shoot input is implemented during fire.	23/03/26	BP_PlayerAK	2	1	This is due to the wrong relative locations being program that would cause the model to move in a different locaition than expected.	n
20b	Rifle now changes to relative location expected	23/03/26	BP_PlayerAK			The xyz axis were not configured correctly which caused the model of the gun to dissappear.	y
21	Enemy drones dont damage player at long range	24/03/26	BP_DroneTrcer	2	2	I adjusted the height of the bullet projectile location to be lowered to hit the player's body which can be unnoticed when the projectile is not visible	y
22a	Muzzle flash for pistol is too big	08/04/26	BP_pistol	2	3		n
22b		21/04/26	Bp_pistol	1	1	The location of muzzle flash Niagara made it look big based on distance compared to the ak47, the muzzle flash was farther ahead.	y

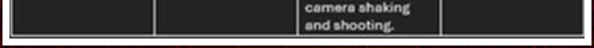
3.3 Test Plan



Test Case	Expected Outcome	Actual Outcome	Comments
1. Approaching a throwable object to pick up	a popup symbol will be visible of the appropriate input alongside the outline colour of white.	The outcome is well expected	Some issues can occur but may be uncommon at times but depending on the angle of the player. Sometimes the popup is not in the right angle for the player to see
2. The drone will sense yellow for suspicious activity through sound stimulations and red for intruder.	The drone will change status colour to yellow if it hears any mechanic of the game that reports a noise event through appropriate radius of the sphere. The drone will change to the colour red if the player overlaps with the sight radius of the drone. It will change the colour.	The outcome is expected; this happens due to dynamic material change being set after an event is implemented through a function being flow in the behaviour tree tasks.	There is delay for the yellow status due to the priority of the behaviour tree, most likely the blackboards that determines when to trigger the specific behaviour was not set. The only reason why red was immediate because it was a priority.
3. The drone will change back blue after the yellow phase for a period when they reach to the object that stimulates noise		The outcome is expected from the drones when they give up from the object when being distract and moves on to their patrol behaviour	There is a slight delay with the patrol status transitioning to the Investigation status.
4. The drones back will reveal a	It will show an appropriate symbol	The outcome is expected when approaching in	There is some potential issue that could maybe occur.

popup symbol	with an input to press.	specific distance from the drone itself in the rear view.	Mostly likely the distance to pop up
5. The linetrace of the pistol spawns forward	The line trace will spawn directly where the player points their mouse to	The line is spawning directly accurate through the camera location that is pointing.	N/A
6. Procedural animations of the glock-15 will activate once every shooting input is implemented.	The relative location of the slide as well as the relative rotation of the handle will simultaneously implement a lerp.	The animations are as expected throughout the events.	
7. Muzzle flash will be visible when shooting any gun in appropriate location of the game (which is in the barrel)	The muzzle flash will appear in a millisecond and disappear.	The muzzle flash appears at any gun.	The muzzle flash for the pistol is way too big
8. Camera shakes when sprint function is executed	The camera will shake frantically in a rotation manner	The camera shake does what it is expected	N/A
9. Leaning left and right	The input will function based on what's left and right for example Q will represent Left and E will represent Right. Once fully executed on hold, it will rotate around 45 degrees if its inputted right but -45 degrees if its left.	The inputs is executed fully expected  	Its under 45 degrees and -45 degrees the value that was mentioned. Rather it was -30 degrees and 30 degrees which appropriate as its not leaning overkill for the user.
10. Pressing the terminal computer will call the elevator down	Before the elevator is called, once the terminal computer is inputted with the appropriate function, there will be animated widgets popping up.	The terminal called in the elevator after the 2 widgets have finished their sequence.	
11. The elevator will change locations once the player executes an appropriate input	The elevator will close once the input is executed and will maneuverer to the location that is set in a fading manner.		

12. The enemy solider will blend animation to attacking	Enemy soldiers will blend animation ide to attacking once they have seen the player.	 the results have been executed from what was expected from the animation blends when attacking.	The animations blend smoothly from idle to attacking thanks to the animation blend space that was provided.
13. Enemy drones will spawn 2 Niagara system.	The enemy drone once executed from the rear view, it will spawn a lightning effect alongside an explosion	 The nigara effect spawns 2 different system as expected. Once the second has started, it immediately simulates physics from the drone parts as if it was exploding from overheating.	
14. the shooting mechanics of the ak47	Once input appropriately the actions of the AK47 will spawn a muzzle flash alongside a procedural animation of the gun looking like its shaking.	The expected results manifested through the actual result during the process. 	The results show the support with the camera shaking for user experience purposes.
15. Enemy soldiers blend to investigate stage animation	Once the enemy soldiers hear stimulants has been activated, the enemy will direct themselves to the target actor location with an animation blend of them crouching which is a sign of investigate.	 The results have spoken which gives accuracy from what was expected from the test.	
16. Mashing shift (sprint button) with a gun equipped.	Mashing shift while the gun equipped would lead to disappearing during idle.	Since it was carefully craft	
17. Shooting while sprinting button	The gun will disappear eventually during the dilemma of sprinting and shooting even though there is a Boolean that stops it shooting when sprinting is activated.	The guns eventually disappear with many attempts of inputting two different inputs through stress manner which shows the game	


camera shaking and shooting.

4.0 Usability Evaluation

4.1 Usability Strategy

The main method I used during the testing phase from my usability was direct observing the users when they were interacting with the game. It involved monitoring the user engaging with the product through real time results being gathered which focused on their body language, verbal expressions and facial reactions. To add to this, there will be attention being invested through the user navigation through the environment of the game.
The method that was picked since it accesses an honest user behaviour through dynamic actions which is natural for any user and it is very efficient in the video game development scene. The process will perform no to little guidance to ensure the interaction of the product is honest for user that interacting with the product for the first time.

4.2 Usability Test Results

4.3 Test 1

Through the initial engagements user showed interest and excitement when they began the playing. Even though the first level revealed challenges, the user was able to progress. Thankfully the quick tips did its justice for the user and understood the mechanics and how would they function without any difficulty.

Once reaching through the second level by accessing the elevator, the player did show excitement especially when they discovered the Glock 15 at the table. This conflicted the stealth based gameplay as the user were not guided very well with how they would use the weapon and when the right time it is. It also made the main objective being contradicted due to the behaviour. There were unfinished areas of the level that were flaws that weren't seen before planning the test which broke the immersion and raised confusion towards the user. The guidance of the player was effective in the early stage of the game, but later there was weak signs of direction for the user as they were fed up with the end.

Throughout the first test of the usability demonstration, the game showed foundation of a solid engagement and accessibility from the user. There were improvements that needed to be taken account such as the progression system needed a few adjustments as well as the progression system alongside the flaws of the level design needs patching as well as mechanic to be clarified for the player when they're allowed to sprint to carefully look at the quick tips. It will ensure a smoother experience and increase user satisfaction.

4.4 Test 2

During the second test from the usability testing, the same method was used which was

observed the user interacting with the product just like the first test however the results differ based on different user's behaviour.
The user showed a very rushed and impatient behaviour by ignoring important information such as the pop ups for the quick tips as well as the throwable objects. This is likely influenced by their recent experience through games that develops face paced habits. To also highlight in this issue from the design area itself. the product does not reveal to the user itself that it is a stealth game experience when starting.

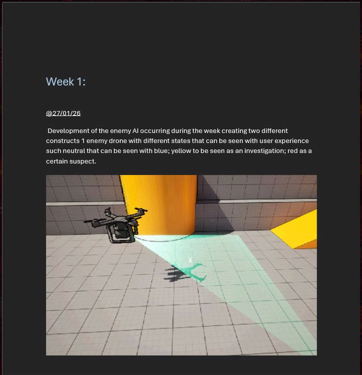
After the user has experienced many resets of the game due to high number for death counts. The player eventually understood the rules and adapted throughout the experience and began to play the gameplay how it is expected. During attempted progression the user has reveal outstanding issues one which is the AI Behaviour at one moment, AI drone snapped towards player in an unnatural behaviour which showed an unfair flaw through the AI system. Another issue was the first level showed multiple AI drone that caused too much pressure for first timers, but the user still showed enjoyment regardless and followed through the replayability. There was frustration that happened during the test when the player decided to quit after the losing at the second level and was forced to restart the whole mission all over again.

The results showed that the player behaviour and the design of the game would not be able naturally adapt to the style that developers expect as the prototype was given to the consumer to make assumptions that they will read instructions and immediately adopt to the stealth gameplay without showing the consequences of playing in a rushed manner, it would require efficient communication such as disabling movement mechanics temporarily that would perform such rushed behaviour such as disabling the sprint and giving warnings to the player that any actions would lead to sound being stimulated.
Since the AI revealed unpolished elements to its system, addressing this issue some iteration to ensure that the AI is refined through readjust the behaviour tree using more of the blackboard or replicating the behaviour tree to be replacing and using state trees as behaviour trees are not considering industry standard obsolete.
Even though the challenge of the gameplay was fun in both tests evidently, it is not always for everyone and require balancing with intent to create 3 difficulty game modes depending on mood from the user and avoiding frustration throughout the process that would show less or more enemies determines on the difficulty that is chosen.

throughout the progression system, the replayability was shown mostly from the first level as well as different they tried to experiment with as if it was a semi sandbox however progressing through there should have been checkpoints in order for them to replay in their progress without any excessive repetition that would make it feel like an obstacle for the user. Adding an automatic save state will be taken account alongside game instance to keep the resources such as throwable object whether they previously equipped it or not would in the future tests increases user satisfaction and immersion intact.

5.0 Progress Log

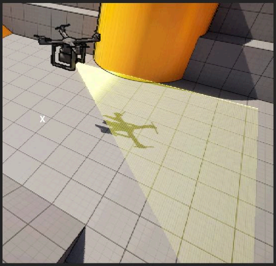
5.1 Week 1



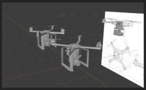
Week 1:

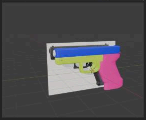
@27/01/26

Development of the enemy AI occurring during the week creating two different constructs 1 enemy drone with different states that can be seen with user experience such neutral that can be seen with blue; yellow to be seen as an investigation; red as a certain suspect.



I’ve created assets of the 3D models of the enemy drone as well as the animations of the fans when the runtime starts with the flying mechanism. The glock 15 was also under construction through blender as well as the AK47 that the security guards in the can be seen with.





5.15 Week 2

Week 2:

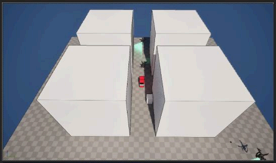
@03/02/26

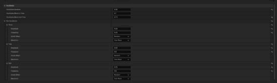
the development of materials of post processing include the outline material which is inspired by the telltales game design along with complimentary secondary post process “PSX shader” using less pixel and more of the colour limitations it gives, displays the current state of the game to be a unique design which had to be a compromise due to the previous materials that i had to use which are called celshaders. Celshaders were a good fit with the outline material but caused certain assets to not display as it cancels alpha to be shown throughout the runtime.

throughout the same week I blocked out the first level that the player will progress through which has a terminal console in the middle that the player needs to interact to call the elevator along with 4 pillars around it which represents a plant cell protein generator.

During this time, I had also focused on user experience such as the camera shakes when on walking as well as sprinting. There was minor camera tilt that was implemented when strafing left and right but not heavily emphasised, the character movements were adjusted by the inspiration of the Alien Isolation mechanics.

along with that I've adjusted lighting to improve cognitively such as beaming lights that focuses on objects such as the terminal computer. along with the uses of blue and red for aesthetics which symbolises power and greed of the portrayal of the cooperation.



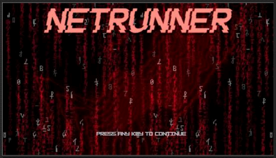


5.2 Week 3

Week 3:

@10/02/26

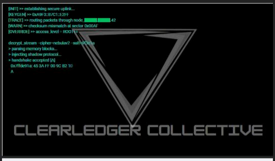
The prototypes for the Title Screen and Main menu were made through using 2 sources of gifs online, the inspiration came from Metal Gear Solid 2's sons of liberty.



TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 2
SONS OF LIBERTY™
©1987 2001 Konami Computer Entertainment Japan All rights reserved.

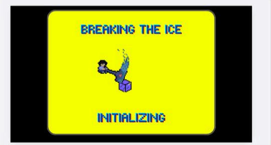
@13/02/26

During the week of this section, I was designing models and assets such as the computer screen when interact animates hacking visuals that was made through the **Canva** as flipbooks functions when interacted in the computer. As well as 3D widgets when interacting with certain objectives which helps guide the user what activities is happening without covering the screen with multiple objectives.



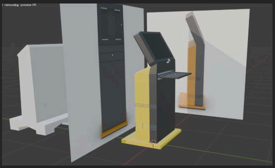
```
[INIT] >> establishing secure uplink...
[KEYGEN] >> 0xA9F3::B7C1::E2FF
[TRACE] >> routing packets through node_█████.█████.42
[WARN] >> checksum mismatch at sector 0x00AF
[OVERRIDE] >> access_level = ROOT++

decrypt_stream --cipher=nebulav2 --salt=9Cx1a
> parsing memory blocks...
> injecting shadow protocol...
> handshake accepted [A]
  0x7ffde91a: 45 3A FF 00 9C B2 10
  A
```



15/02/26

I've modelled the terminal computer which has a hybrid influence on retro and modern like computers. The logo of the cooperation was created as well as a company symbol for every level that is under the property of Clearledger Collective. All of this was made through **Blender** itself.

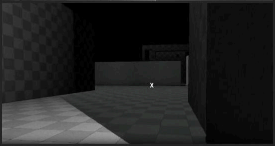


5.25 Week 4

Week 4:

@16/02/26

Throughout the week 4 I've did a rough level block out of the second level that the player enters after dealing with first level itself.



5.3 Week 5

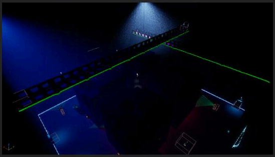
Week 5:

@23/02/26 02:34

Ive added new materials in the wall alongside a forklift model that I've created to be reused for the starting level along with the warehouse level. The elevator was added however it still needs more time to design for it to fit in.

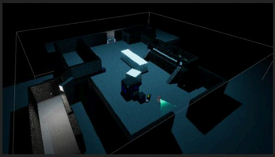
@23/02/26 16:10

The Redesign of the Elevator has been finalized as is currently undergoing in the game engine as well speak, I've added extra assets that I previously discarded such as the bridges alongside the automatic doors that I had remade to express more personality on the level.



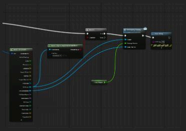
@26/02/26 13:49

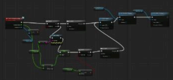
Materials were implemented in the warehouse level when arriving from the elevator as well as some lighting to be adjusted based on the design direction.

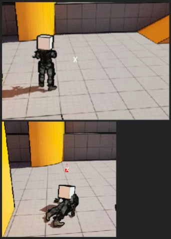


@27/0226 10.56

Damaging enemies has now been implemented through a blueprint interface which would determine whether the if it is a headshot or not which can be defined through the event when being called upon. If the player shoots the soldier in the head, it causes a ragdoll effect.

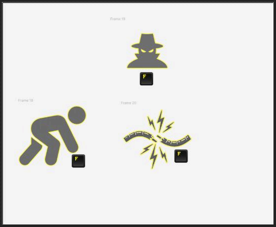






@27/02/26 11:40

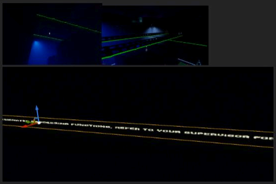
With careful consideration I've taken feedback from my colleagues about my 3D widget that needed a more symbolism because the way it looked in game time did not match the design direction, ive decided to add yellow outlines for this improvement as it was suggested.



27/02/26 @14:37

Another suggestion for collegues of mine was using more sourced assets in order to keep the development timeframe a little faster which I did use with vents even though wouldnt pay attention to it, the emptiness will make it look bland as well as expanding more bridges to give the level some importance to the narrative.

I've created warning banners for the facility

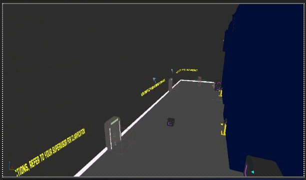


5.35 Week 6

Week 6

@01/03/26 16:14

The banner that was created as a cautionary visual for the narrative of the level itself must implement all sides of the walls, elevator is functional.



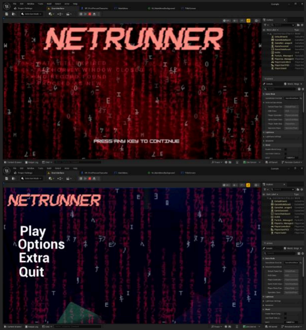
OULD THE PROCESSOR FAIL TO PERFORM

@03/03/26 12:58

I've improved the banners and relocated slightly away from the walls to give it an aesthetic look of cyber-themed interiors that would imitate a holographic effect. I've added slight

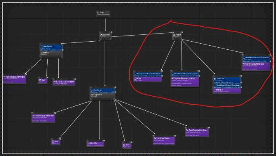
@03/03/26 14:23

I've implemented an early build of the user interface in the build which I used texture array to implement the animations to loop through.

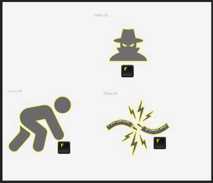


@04/03/26 12.24

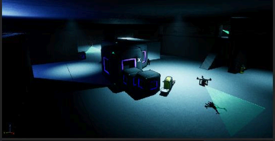
I've adjusted the enemy drone behaviour tree to transition to alert states in a responsive manner by adding blackboards to give conditional situations which can interrupt their current running behaviour and transition depending on what variable is set for them.

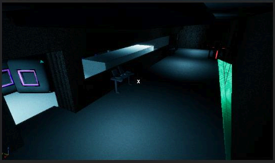


There were also some improvements to the widgets, the yellow highlights would help the user to visualise easily thanks to the feedback I was given to my classmate when they were trying it out.



@06/03/26 11:15

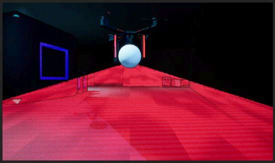




I've updated the second level of the game and added more content in certain rooms such as tables and cyberdecks to match the first level's atmosphere, I'm still trying to keep it consistent as possible.

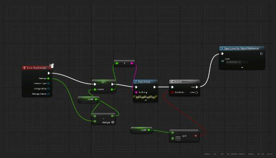
@08/03/26

I've added a projectile function to the enemies whenever they come to close to the player at an appropriate distance, it will show a projectile forward towards the players.



5.4 Week 7

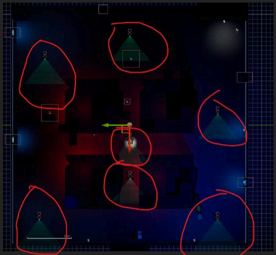
Week 7



09/03/26 @01:13

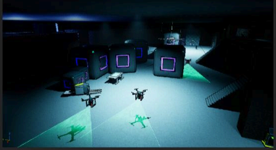
Event any damage has been implemented to the player. Whenever the value of the health variable goes zero or below, the game restart along with visuals looking like the player has been rewinded.

10/03/26 @13:00



More Drones were added in the first level due one of my colleagues playthrough being way too easy throughout the experience.

10/03/26 @14:07

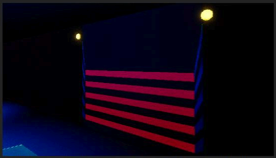


I've added an osprey aircraft inside the warehouse hanging down as well as adding more crates to implement a visual distraction to the user assuming the room has a lot to explore.

10/03/26 @22:21

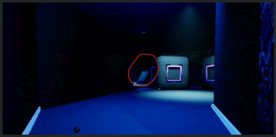
I added some lights that would fit well for extra atmosphere rather than creating it manually which would take a lot of time. It suits the visuals because the of colour change to blue which was originally rusty orange.

11/03/26 @16:39



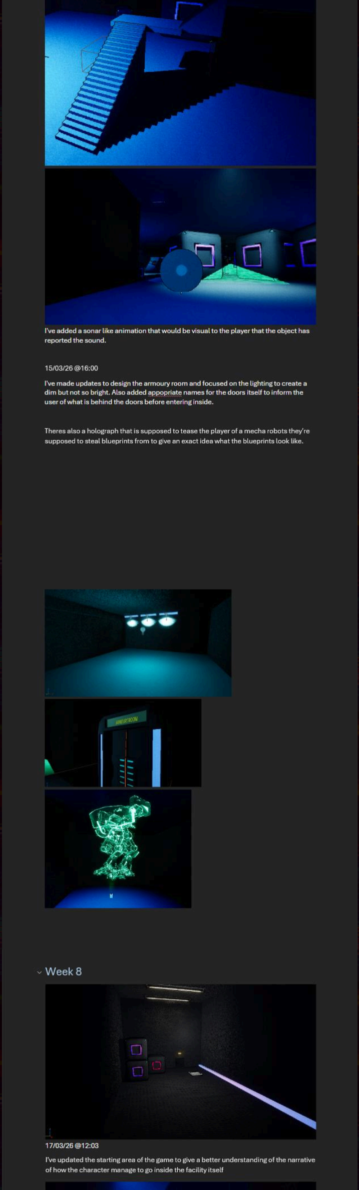
I've added a garage door that is supposed to represent aircraft taking off when its opened throughout the environment. As well as added a spot for the player to obtain the pistol to use throughout progess of the game.

13/03/26 @10:19



I've implemented an angled staircase to give the immersion through the environment of the level design itself from the warehouse scene as well creating a bait n switch element to manipulate the player to let them reach to the destination that is appealing to the angel when they cut the corner.

My inspiration I got from this was a level designer called Tommy Noberg whom has documented different games that had effective level designs such as Last Of Us and Uncharted.



I've added a sonar like animation that would be visual to the player that the object has reported the sound.

15/03/26 @16:00

I've made updates to design the armoury room and focused on the lighting to create a dim but not so bright. Also added appopriate names for the doors itself to inform the user of what is behind the doors before entering inside.

Theres also a holograph that is supposed to tease the player of a mecha robots they're supposed to steal blueprints from to give an exact idea what the blueprints look like.

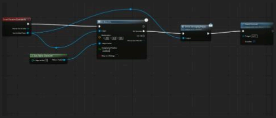
5.45 Week 8

Week 8

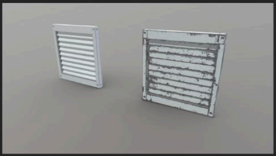
17/03/26 @12:03

I've updated the starting area of the game to give a better understanding of the narrative of how the character manage to go inside the facility itself

It would give the player 2 directions to choose from which would lead them to the actual goal.

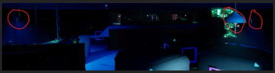


I've increased the acceptable radius of the drone when it spots the player in alert mode. To shoot longer range.

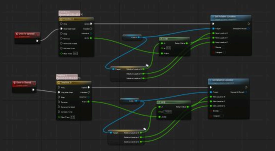


I've sourced two models with the vents and light that shines to the objective where the player needs to hack.

18/03/26 @14:04



I added extra appropriate lights to the second level from the ceiling based on the scale of the volumetric scattering lights



I've added a door open and close function during appropriate behaviour when the player is interacting with it.

Niagara system was also added when enemy drone is assassinated electricity will be visible to the player as well as an explosion alongside

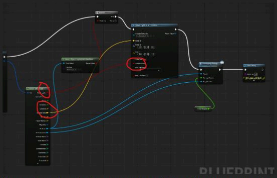
I added more crates into the first level to avoid giving out the spacy areas of the first level.

GO BEHIND AN ENEMY DRONE AND PRESS F

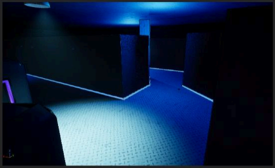
I decided to implement quick tip widgets for the player to understand the mechanics quickly and how the game is supposed to work.

19/03/26 @14:56

Ive added a shrapnel effect whenever the line traces impact anything it will give a spark when using a firearm throughout the game



However these only work with meshes or actors that have collision of a query based on the actor.

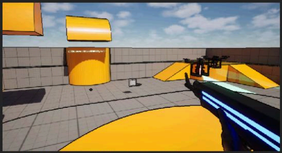


Ive changed the material of the floor to express the user that is interacting with the game convincing them they're in a warehouse facility.

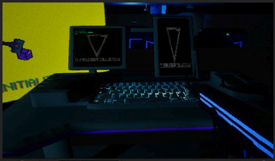
5.5 Week 9

Week 9

23/03/26 @16:00

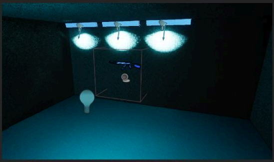


AK47 is fully functional to shoot during the gameplay, there are camera shakes and relative location to give the user experience a fluid motion of shooting for the rifle itself when being found.

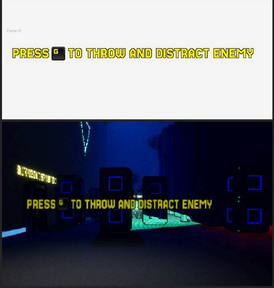


Ive added the armoury unlock function to a cyberdeck that is needed for the armoury room to be unlocked.

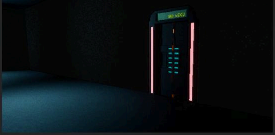
24/03/26 @10:10

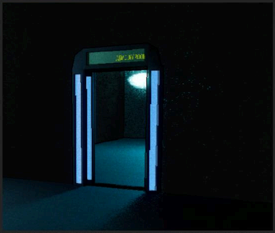


I've created an actor pickup for the AK47 which can be in the armoury room in the second level when progressing.

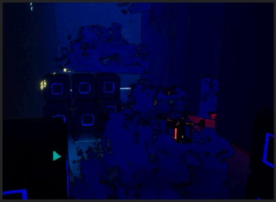

Frame 31
PRESS G TO THROW AND DISTRACT ENEMY
PRESS G TO THROW AND DISTRACT ENEMY

new widgets were added for quick tips for players starting for the first time.



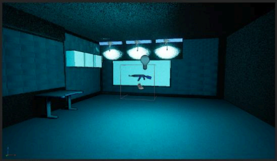


ive also change the material of the door colours when its unlocked through the hacking function in the cyberdeck which gives a smooth cognitive experience as they would know the door is opened based on the colour.

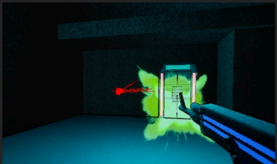


I added smoke to avoid the first map being empty and dull which can give some expression which avoids the game to look eerie rather a lot of things to be shown.

27/03/26 @10:46



Ive updated the armoury room visuals with resuable assets such as lights and tables with my references that I have used such as the cyberpunk game

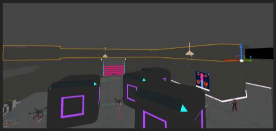


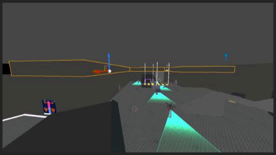
5.55 Week 10

Ive implemented a muzzle flash for the rifle so far during the design.

Week 10:

05/04/26



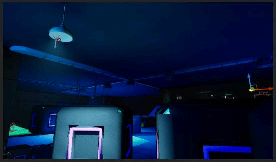


Ive updated some detail with added extension to the walls in the second level of the warehouse

5.6 Week 11

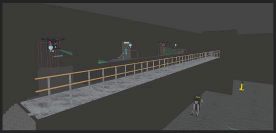
WEEK 11:

06/04/26



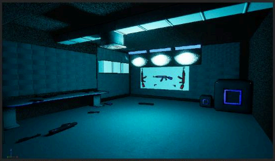
Ventilations were implemented for added details and avoiding bland visuals to make sure the level is authentic as possible.

08/04/26 @14/26



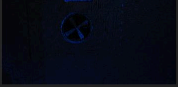
I have added rails to the control room with a source asset that was free from sketchfab which fits well into the level design.

09/04/26 @10:12

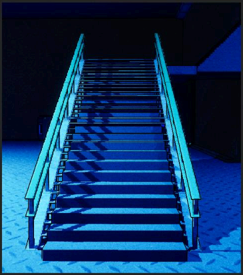


Ive updated the visuals to the armoury room with guns and crates being shown

@11.35



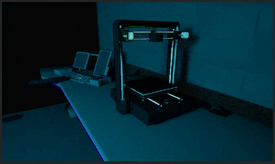
Some exhaust fans were added to make the level look alive, with procedural animations that used for the drones.

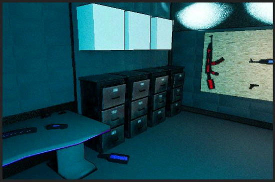


Railings to the staircase were also implemented to avoid the player to fall off with inconvienents.

@12/04/26

More content was added from armoury room such as scraps parts of guns as well as crates and sourced assets such as the 3D printer that portrays in the narrative which creates the guns parts using carbon fibre and drawers to give more environmental authenticity inside the room

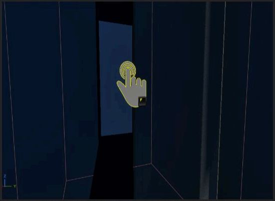




5.65 Week 12

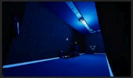
Week 12

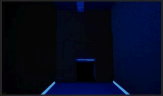
13/04/26 @15:34



A widget is added to the interface screen of the elevator for the player to inform that the elevator is functional to be interacted with.

14/04/26 @15:11





The starting area of the second level was updated with the pistol being obtained early rather than the player figuring out where the pistol is. Vents were added to give more personality. Empty spaces were filled to avoid breaking the game with infinite loop of falling.